

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — shanxizeng

Links: [problem](#) ([problemset](#)), [Tutorial](#), [submission](#) (first AC).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 268

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[shanxizeng's solution](#)

2.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[shanxizeng's solution](#)

3.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: math  
[shanxizeng's solution](#)

4.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: greedy, strings  
[shanxizeng's solution](#)

5.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[shanxizeng's solution](#)

6.

1372A

[Omkar and Completion](#) · [Tutorial](#)

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-20 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation  
[shanxizeng's solution](#)

7.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,593 global accepts · Rating: 800 · first AC: 2020-07-18 · Python 3 (first AC) · Tags: greedy  
[shanxizeng's solution](#)

8.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,350 global accepts · Rating: 800 · first AC: 2020-07-18 · Python 3 (first AC) · Tags: math  
[shanxizeng's solution](#)

9.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy  
[shanxizeng's solution](#)

**10.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: math  
[shanzizeng's solution](#)

**11.**

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,616 global accepts · Rating: 800 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: math  
[shanzizeng's solution](#)

**12.**

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation  
[shanzizeng's solution](#)

**13.**

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[shanzizeng's solution](#)

**14.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[shanzizeng's solution](#)

**15.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation  
[shanzizeng's solution](#)

**16.**

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: sortings  
[shanzizeng's solution](#)

**17.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: implementation  
[shanzizeng's solution](#)

**18.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[shanzizeng's solution](#)

**19.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: math  
[shanzizeng's solution](#)

**20.**

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms  
[shanzizeng's solution](#)

**21.**

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: implementation  
[shanzizeng's solution](#)

**22.**

1080A

[Petya and Origami](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math  
[shanzizeng's solution](#)

**23.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[shanzizeng's solution](#)

**24.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force  
[shanzizeng's solution](#)

**25.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++ (first AC) · Tags: implementation  
[shanzizeng's solution](#)

**26.**

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,986 global accepts · Rating: 800 · first AC: 2018-07-03 · GNU C++ (first AC) · Tags: implementation  
[shanzizeng's solution](#)

**27.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-06-01 · GNU C++ (first AC) · Tags: brute force, implementation  
[shanzizeng's solution](#)

**28.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: greedy, implementation  
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**29.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: brute force, data structures  
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**30.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math  
[shanzizeng's solution](#)

**31.**

1095B

[Array Stabilization](#) · [Tutorial](#)

Quality: 24,341 global accepts · Rating: 900 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation  
[shanzizeng's solution](#)

**32.**

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[shanzizeng's solution](#)

**33.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[shanzizeng's solution](#)

**34.**

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[shanzizeng's solution](#)

**35.**

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: implementation, strings

[shanzizeng's solution](#)

**36.**

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · GNU C++ (first AC) · Tags: implementation, strings

[shanzizeng's solution](#)

**37.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[shanzizeng's solution](#)

**38.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[shanzizeng's solution](#)

**39.**

1469A

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[shanzizeng's solution](#)

**40.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[shanzizeng's solution](#)

**41.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: implementation

[shanzizeng's solution](#)

**42.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-12 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: math

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**43.**

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: implementation

[shanzizeng's solution](#)

**44.**

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: implementation, sortings

[shanzizeng's solution](#)

**45.**

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: greedy, sortings

[shanzizeng's solution](#)

**46.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: implementation, math

[shanzizeng's solution](#)

**47.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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**48.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: data structures, greedy, math

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**49.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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**50.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[shanzizeng's solution](#)

**51.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: implementation, math

[shanzizeng's solution](#)

**52.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: implementation

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**53.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-06-01 · GNU C++ (first AC) · Tags: sortings, strings

[shanzizeng's solution](#)

**54.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,839 global accepts · Rating: 1200 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[shanzizeng's solution](#)

**55.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-18 · Python 3 (first AC) · Tags: greedy

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**56.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[shanzizeng's solution](#)

**57.**

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[shanzizeng's solution](#)

**58.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[shanzizeng's solution](#)

**59.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, geometry, math

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**60.**

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: games

[shanzizeng's solution](#)

**61.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · last AC: 2019-01-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

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**62.**

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[shanzizeng's solution](#)

**63.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: implementation, math

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64.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · GNU C++ (first AC) · Tags: constructive algorithms, strings  
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65.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: greedy, sortings  
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66.

2187A

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Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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67.

1476B

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Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math  
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68.

1372B

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Quality: 36,400 global accepts · Rating: 1300 · first AC: 2020-07-20 · PyPy 3 (first AC) · Tags: greedy, math, number theory  
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69.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, implementation  
[shanzizeng's solution](#)

70.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-12 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: greedy, implementation  
[shanzizeng's solution](#)

71.

1096B

[Substring Removal](#) · [Tutorial](#)

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: combinatorics, math, strings  
[shanzizeng's solution](#)

72.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: greedy  
[shanzizeng's solution](#)

73.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: greedy  
[shanzizeng's solution](#)

74.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy  
[shanzizeng's solution](#)

**75.**

1008C

[Reorder the Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: combinatorics, math

[shanzizeng's solution](#)

**76.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2018-07-03 · GNU C++ (first AC) · Tags: brute force, implementation, math

[shanzizeng's solution](#)

**77.**

1003B

[Binary String Constructing](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2018-07-03 · GNU C++ (first AC) · Tags: constructive algorithms

[shanzizeng's solution](#)

**78.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-16 · GNU C++ (first AC) · Tags: implementation

[shanzizeng's solution](#)

**79.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

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**80.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

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**81.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[shanzizeng's solution](#)

**82.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy

[shanzizeng's solution](#)

**83.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[shanzizeng's solution](#)

**84.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

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**85.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation  
[shanzizeng's solution](#)

**86.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings  
[shanzizeng's solution](#)

**87.**

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[shanzizeng's solution](#)

**88.**

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: greedy, sortings  
[shanzizeng's solution](#)

**89.**

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation  
[shanzizeng's solution](#)

**90.**

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory  
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**91.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: bitmasks, greedy  
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**92.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
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**93.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
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**94.**

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: implementation  
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**95.**

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: greedy  
[shanzizeng's solution](#)

**96.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-14 · GNU C++ (first AC) · Tags: greedy, implementation  
[shanzizeng's solution](#)

**97.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings  
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**98.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
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**99.**

1372C

[Omkar and Baseball](#) · [Tutorial](#)

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-21 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
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**100.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-19 · Python 3 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation  
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**101.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: data structures, implementation  
[shanzizeng's solution](#)

**102.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers  
[shanzizeng's solution](#)

**103.**

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[shanzizeng's solution](#)

**104.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,662 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths  
[shanzizeng's solution](#)

**105.**

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[shanzizeng's solution](#)

**106.**

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,040 global accepts · Rating: 1500 · first AC: 2019-01-12 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: sortings  
[shanzizeng's solution](#)

**107.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-12 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: implementation  
[shanzizeng's solution](#)

**108.**

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: greedy, strings  
[shanzizeng's solution](#)

**109.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[shanzizeng's solution](#)

**110.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[shanzizeng's solution](#)

**111.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math  
[shanzizeng's solution](#)

**112.**

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: implementation  
[shanzizeng's solution](#)

**113.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy  
[shanzizeng's solution](#)

**114.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, implementation  
[shanzizeng's solution](#)

**115.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: implementation  
[shanzizeng's solution](#)

**116.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math  
[shanzizeng's solution](#)

**117.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings  
[shanxizeng's solution](#)

**118.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers  
[shanxizeng's solution](#)

**119.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: binary search, interactive  
[shanxizeng's solution](#)

**120.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy  
[shanxizeng's solution](#)

**121.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy  
[shanxizeng's solution](#)

**122.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers  
[shanxizeng's solution](#)

**123.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers  
[shanxizeng's solution](#)

**124.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, strings  
[shanxizeng's solution](#)

**125.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: implementation, sortings  
[shanxizeng's solution](#)

**126.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: dp, implementation  
[shanxizeng's solution](#)

**127.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[shanxizeng's solution](#)

**128.**

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: brute force, geometry  
[shanzizeng's solution](#)

**129.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation  
[shanzizeng's solution](#)

**130.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation  
[shanzizeng's solution](#)

**131.**

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy, sortings  
[shanzizeng's solution](#)

**132.**

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy  
[shanzizeng's solution](#)

**133.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees  
[shanzizeng's solution](#)

**134.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: math, number theory  
[shanzizeng's solution](#)

**135.**

1060C

[Maximum Subrectangle](#) · [Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers  
[shanzizeng's solution](#)

**136.**

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: bitmasks, hashing  
[shanzizeng's solution](#)

**137.**

1003D

[Coins and Queries](#) · [Tutorial](#)

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2018-07-03 · GNU C++ (first AC) · Tags: greedy  
[shanzizeng's solution](#)

**138.**

2201B

[Recollect Numbers](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[shanzizeng's solution](#)

**139.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[shanzizeng's solution](#)

**140.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math  
[shanzizeng's solution](#)

**141.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation  
[shanzizeng's solution](#)

**142.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[shanzizeng's solution](#)

**143.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[shanzizeng's solution](#)

**144.**

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: brute force, math  
[shanzizeng's solution](#)

**145.**

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy  
[shanzizeng's solution](#)

**146.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu  
[shanzizeng's solution](#)

**147.**

1118E

[Yet Another Ball Problem](#) · [Tutorial](#)

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[shanzizeng's solution](#)

**148.**

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: binary search, greedy  
[shanzizeng's solution](#)

**149.**

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: brute force, greedy

[shanzizeng's solution](#)

**150.**

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: combinatorics, sortings

[shanzizeng's solution](#)

**151.**

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[shanzizeng's solution](#)

**152.**

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[shanzizeng's solution](#)

**153.**

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: strings

[shanzizeng's solution](#)

**154.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[shanzizeng's solution](#)

**155.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[shanzizeng's solution](#)

**156.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, interactive, sortings

[shanzizeng's solution](#)

**157.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[shanzizeng's solution](#)

**158.**

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[shanzizeng's solution](#)

**159.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++ (first AC) · Tags: greedy, math

[shanzizeng's solution](#)

**160.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[shanxizeng's solution](#)

### 161.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[shanxizeng's solution](#)

### 162.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[shanxizeng's solution](#)

### 163.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[shanxizeng's solution](#)

### 164.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy

[shanxizeng's solution](#)

### 165.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[shanxizeng's solution](#)

### 166.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: dp

[shanxizeng's solution](#)

### 167.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[shanxizeng's solution](#)

### 168.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[shanxizeng's solution](#)

### 169.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[shanxizeng's solution](#)

### 170.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[shanxizeng's solution](#)

### 171.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[shanxizeng's solution](#)

**172.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: binary search, interactive

[shanxizeng's solution](#)

**173.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[shanxizeng's solution](#)

**174.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[shanxizeng's solution](#)

**175.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[shanxizeng's solution](#)

**176.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[shanxizeng's solution](#)

**177.**

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: implementation

[shanxizeng's solution](#)

**178.**

1095F

[Make It Connected](#) · [Tutorial](#)

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[shanxizeng's solution](#)

**179.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[shanxizeng's solution](#)

**180.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[shanxizeng's solution](#)

**181.**

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[shanxizeng's solution](#)

**182.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math

[shanzizeng's solution](#)

**183.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy, math

[shanzizeng's solution](#)

**184.**

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[shanzizeng's solution](#)

**185.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2020-07-19 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[shanzizeng's solution](#)

**186.**

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[shanzizeng's solution](#)

**187.**

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[shanzizeng's solution](#)

**188.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[shanzizeng's solution](#)

**189.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[shanzizeng's solution](#)

**190.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[shanzizeng's solution](#)

**191.**

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[shanzizeng's solution](#)

**192.**

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[shanzizeng's solution](#)

**193.**

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: greedy, strings

[shanzizeng's solution](#)

**194.**

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: math

[shanzizeng's solution](#)

**195.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[shanzizeng's solution](#)

**196.**

1090L

[Berland University](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: greedy, math

[shanzizeng's solution](#)

**197.**

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[shanzizeng's solution](#)

**198.**

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[shanzizeng's solution](#)

**199.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[shanzizeng's solution](#)

**200.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[shanzizeng's solution](#)

**201.**

1158C

[Permutation recovery](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[shanzizeng's solution](#)

**202.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: binary search, dsu, graphs, greedy  
[shanzizeng's solution](#)

**203.**

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[shanzizeng's solution](#)

**204.**

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2019-01-02 · GNU C++11 (first AC) · Tags: binary search, data structures

[shanzizeng's solution](#)

**205.**

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[shanzizeng's solution](#)

**206.**

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[shanzizeng's solution](#)

**207.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[shanzizeng's solution](#)

**208.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[shanzizeng's solution](#)

**209.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[shanzizeng's solution](#)

**210.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: dp

[shanzizeng's solution](#)

**211.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[shanzizeng's solution](#)

**212.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[shanzizeng's solution](#)

**213.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs  
[shanzizeng's solution](#)

**214.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities  
[shanzizeng's solution](#)

**215.**

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: data structures, implementation  
[shanzizeng's solution](#)

**216.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[shanzizeng's solution](#)

**217.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: dp  
[shanzizeng's solution](#)

**218.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2020-07-20 · Python 3 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation  
[shanzizeng's solution](#)

**219.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-19 · Python 3 (first AC) · Tags: data structures, greedy, implementation, trees  
[shanzizeng's solution](#)

**220.**

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, probabilities  
[shanzizeng's solution](#)

**221.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers  
[shanzizeng's solution](#)

**222.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[shanzizeng's solution](#)

**223.**

1086C

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-12-24 · last AC: 2018-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation,

strings

[shanzizeng's solution](#)

**224.**

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[shanzizeng's solution](#)

**225.**

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: flows, graphs

[shanzizeng's solution](#)

**226.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[shanzizeng's solution](#)

**227.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[shanzizeng's solution](#)

**228.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[shanzizeng's solution](#)

**229.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[shanzizeng's solution](#)

**230.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[shanzizeng's solution](#)

**231.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft

[shanzizeng's solution](#)

**232.**

1090C

[New Year Presents](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[shanzizeng's solution](#)

**233.**

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: dp, greedy, math, trees

[shanzizeng's solution](#)

**234.**

1082G

[Petya and Graph](#) · Tutorial

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: flows, graphs

[shanzizeng's solution](#)

**235.**

1492E

[Almost Fault-Tolerant Database](#) · Tutorial

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[shanzizeng's solution](#)

**236.**

1481E

[Sorting Books](#) · Tutorial

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[shanzizeng's solution](#)

**237.**

1137C

[Museums Tour](#) · Tutorial

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[shanzizeng's solution](#)

**238.**

1043F

[Make It One](#) · Tutorial

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[shanzizeng's solution](#)

**239.**

1100F

[Ivan and Burgers](#) · Tutorial

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[shanzizeng's solution](#)

**240.**

1100D

[Dasha and Chess](#) · Tutorial

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[shanzizeng's solution](#)

**241.**

528D

[Fuzzy Search](#) · Tutorial

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[shanzizeng's solution](#)

**242.**

1097F

[Alex and a TV Show](#) · Tutorial

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[shanzizeng's solution](#)

**243.**

1469F

[Power Sockets](#) · Tutorial

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[shanzizeng's solution](#)

**244.**

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, probabilities

[shanzizeng's solution](#)

**245.**

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[shanzizeng's solution](#)

**246.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[shanzizeng's solution](#)

**247.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[shanzizeng's solution](#)

**248.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2700 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[shanzizeng's solution](#)

**249.**

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2700 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: data structures, greedy

[shanzizeng's solution](#)

**250.**

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: data structures, trees

[shanzizeng's solution](#)

**251.**

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: dp, strings, trees

[shanzizeng's solution](#)

**252.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[shanzizeng's solution](#)

**253.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: data structures, dp

[shanzizeng's solution](#)

**254.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[shanzizeng's solution](#)

**255.**

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[shanzizeng's solution](#)

**256.**

947E

[Perpetual Subtraction](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: fft, math, matrices  
[shanzizeng's solution](#)

**257.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: binary search, interactive, trees  
[shanzizeng's solution](#)

**258.**

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: divide and conquer, interactive  
[shanzizeng's solution](#)

**259.**

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities  
[shanzizeng's solution](#)

**260.**

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[shanzizeng's solution](#)

**261.**

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math  
[shanzizeng's solution](#)

**262.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[shanzizeng's solution](#)

**263.**

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: — · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[shanzizeng's solution](#)

**264.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: — · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[shanzizeng's solution](#)

**265.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shanzizeng's solution](#)

**266.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shanzizeng's solution](#)

**267.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shanzizeng's solution](#)

**268.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[shanzizeng's solution](#)